

X-Wing Vassal League Rules, Structure and FAQ

What is it?

The X-wing Vassal league is an online group centered around playing Second Edition X-Wing Miniatures Game online.

League Structure

Play revolves around seasons that last around 10-12 weeks. Players are seeded into roughly nine person divisions based on time zones and over the course of the season, each player should play eight games, one against each other person in the same division. The league splits each division up into four tiers and players are promoted and demoted after each season.

Tier	Name	# of divisions	Notes
1	Deep Core	1	The strongest eleven players in the league. Bottom six get demoted.
2	Core Worlds	2	Top & bottom 3 get promoted/demoted
3	Inner Rim	6	Top & bottom 2 get promoted/demoted
4	Outer Rim	Up to 10	All new players start here, The top 2 players get promoted

The goal is to have round robin play where players are grouped both by skill level and time zones. The promotion/demotion system gives the games some stakes and encourages people to play next season.

Historically, the league had an additional fifth tier, The Unknown Reaches.

Promotion and Demotion

The top two players in each division are guaranteed a promotion and the bottom two players are likely to be demoted. For players in tier 1, the bottom 6 players are demoted. To ensure that tiers 2 and 3 are filled, extra people each season are promoted and saved from being demoted, based on last season's score and the time zones of the divisions that need extra players.

Players are scored on their first eight games. The eight game cap is to prevent someone from being promoted because they played way more games than everyone else in their division via interdivisional games.

The official score is determined first by number of games won, then by the sum of MoV of all games played and any further ties are broken randomly (via the participant ID). This scoring system rewards you for playing games and you can only gain by playing each game.

Division Names

Each Division has a complicated name that corresponds to its slack channel. For example: 3C-Myrkr is made up of the tier number (3), division letter (C) and then a planet name belonging to a Star Wars planet from that region of galactic space. The planet name is just for flavor.

Interdivisional Play

Not every player in a division will be active enough to play every other player.

To keep things fair, around the middle of each season, players can start playing players from the different divisions in the same tier.

You can only play people in the same tier to keep the games between people of the roughly equal skill level.

Format and round length

The format for each season is announced at the start but has varied between Hyperspace and Extended.

You are allowed to play the other format but your opponent has to agree in advance.

The current round length system is **60+2**, i.e. you play for **60** minutes and then play **2** untimed rounds. The goal of 60+2 is to have games that last a predictable 75-90 minutes while minimizing any advantage gained from slow playing while ahead on MoV.

Detailed flowchart:

- All set up (asteroid and ship placement) is done normally
- At the start of the first round, the time should be noted in chat and both players start a 60 minute alarm
- Play continues normally for 60 minutes. The clock can be paused if one player has to take a short break from the game.
- At the end of sixty minutes, the current round in progress is finished.
- After completing that round, two additional rounds are played.
- At the end of the additional rounds, the game ends and is scored normally.

NB: A round counts as started if the planning phase has begun and one or more dial has been assigned to a ship. So if one player had a dial down in the planning phase when time ended, you would complete that round and then start the two untimed rounds. However, if the planning phase had just started when time expired and no dials were down, then you would only complete two untimed rounds.

In previous seasons, the league had round limits where you would play normally until you had played X rounds or someone had lost all their ships. The round limit was originally 21 rounds but by season 8 it had decreased to 15 rounds.

The default time limit is 60+2. You and your opponent can agree to play 90+2 or 12 rounds if you want to play a longer game but you have to mutually agree in advance.

League Technology/ Websites

The league uses a couple different pieces of tech to keep everything working.

Vassal: This is a free engine for playing board games online. The engine itself is pretty dated but thanks to lots of hard work by Mu0n, the X-Wing module provides a pretty good playing experience.

Slack: The league needs a way to coordinate between players and slack was the platform the league settled on.

List Fortress: The List Juggler replacement site also replaced LJ as a centralized place to collect league match results / log files and show divisional standings.

YASB2: Used to squad build, escrow squads in vassal and then enter them in LF.

Need help?

For small questions, post them in #leaguehelp in the vassal league slack

For larger issues, pm Antigrapist or post in #leaguehelp